SUPER-SONIC
electronic
MASTER MIND®

English

SUPER-SONIC "MASTER MIND"

THE ELECTRONIC 6 DIGIT VERSION OF THE WORLD'S GREAT EST GAME WITH SONICS AND TIMER, MADE POSSIBLE BY TODAY'S "CHIP" TECHNOLOGY

Hand held, pocket or desk top, battery or mains operated, in vinyl wallet. Hours of pleasure for one, two or more players from 8 to 80 years, at home, or in an office, car, bar, boat, 'plane etc.

PREPARATION TO PLAY Insert two 1.5 volt H.P.7 for "AA" batteries into housing at back of case. (Ensure correct polarity). Or, use a 3 volt 100mA mains adaptor. Batteries or adaptor not supplied.

12 "MASTER MIND" GAMES: 4 SOLO GAMES – 4 GROUP GAMES – 4 DUAL GAMES

EASY VERSION - switch on, 3 bars appear in code display. A random 3 digit secret code is now in the machine's memory. For learners and children - 1,000 permutations. 3 digits - 000 to 999.

MODERATE VERSION - press "SET" key. 4 bars appear in code display. A random 4 digit secret code is now in the machine's memory. For skilled players - 10,000 permutations. 4 digits - 0000 to 9999.

DIFFICULT VERSION - press "SET" key. 5 bars appear in code display. A random 5 digit secret code is now in the machine's memory. For highly skilled players - 100,000 permutations. 5 digits - 00000 to 99999.

MASTER VERSION - press "SET" key again. 6 bars appear in code display. A random 6 digit secret code is now in the machine's memory. For master minds - 1,000,000 permutations. 6 digits - 000000 to 999999.

Press "SET" key again and letter "E" is displayed which indicates player may set his own code to play DUAL GAME below. Keep pressing "SET" key and game selection repeats.

INSTRUCTIONS TO PLAY ANY OF THE FOUR SOLO GAMES

TOTALLY ABSORBING, LOGICAL GAMES FOR ONE PLAYER.
CHOOSE VERSION TO PLAY, EASY, MODERATE, DIFFICULT OR MASTER GAME.
NUMBERED KEYS — 10 KEYS - 0 to 9. The player enters his code by pressing any, or the same numbered keys in sequence. This code is displayed. If "mis-keyed", press "CLEAR" key to clear entry.

"TRY" KEY. Press this key and the machine will compare the code displayed with the hidden code in its memory, and the CLUE display gives the player the following clues:

| ✓ | THE NUMBER OF DIGITS THAT ARE THE SAME AND IN THE RIGHT POSITION |
| ✗ | THE NUMBER OF DIGITS THAT ARE THE SAME BUT IN THE WRONG POSITION |

The player writes on his "TRY MEMO" the code entered and the "CLUES" given. Write and enter the next code and press the "TRY" key, then write "CLUES" given. Continue this procedure.

After pressing "TRY" key, you can press "CLEAR" key or "TRY" key again and the number of "TRY'S" will show in clue display and time will show over Min. and Sec. Press "CLEAR" key again to clear - Press "try" key to retrieve. Use logic, comparison and luck to break the SECRET CODE.

PLAYER BREAKS THE SECRET CODE. The CODE display flashes and the CLUE display shows 3.0 for Easy Game, 4.0 for Moderate Game, 5.0 for Difficult Game and 6.0 for Master Game, together with an intermittent sound. Press the "CLEAR" key to give you number of "TRY'S". Press "CLEAR" key again to retrieve SECRET CODE and sound.

"FAIL" KEY. At any time the player can "give up" and press "FAIL" key. The SECRET CODE flashes with the CLUE display blanked out, together with a continuous sound for about 5 seconds. Press "CLEAR" key to give number of "TRY'S" and time taken. Press "CLEAR" key again to retrieve.

TO START NEW GAME. PRESS "SET" KEY TO SELECT GAME YOU WISH TO PLAY.
REMEMBER - WEAK BATTERIES CAUSE TROUBLE.

INSTRUCTIONS TO PLAY ANY OF THE FOUR GROUP GAMES

4 EXCITING, COMPETITIVE GAMES FOR TWO OR MORE PLAYERS.
AGREE VERSION TO PLAY, EASY, MODERATE, DIFFICULT OR MASTER GAME
Play as SOLO GAME but each player keeps his own "TRY MEMO", hidden from other players, trying to break the same SECRET CODE.

Each player in turn has one "TRY" then press "CLEAR" key which blanks out the CODE and CLUE display, and shows the number of "TRY'S" made and time taken. A maximum time for each "TRY" can be agreed. The next player enters his own "TRY". The first player to break the SECRET CODE wins.

INSTRUCTIONS TO PLAY ANY OF THE FOUR DUAL GAMES

ENTER YOUR OWN SECRET CODE FOR YOUR OPPONENT TO BREAK.
AGREE VERSION TO PLAY, EASY, MODERATE, DIFFICULT OR MASTER GAME.
EASY VERSION - press "SET" until the letter "E" is displayed then press any three "NUMBER" keys. The three numbers chosen will be displayed. Press "SET" key and the machine will accept these three numbers as your SECRET CODE. Hand the game to your opponent.
MODERATE VERSION - display "E". Press any four "NUMBER" keys. Then press "SET" key.
DIFFICULT VERSION - display "E". Press any five "NUMBER" keys. Then press "SET" key.
MASTER VERSION - display "E". Press any six "NUMBER" keys. Then press "SET" key.
WHEN SECRET CODE IS BROKEN - Press "CLEAR" key to find number of "TRY'S" and time taken.
Your opponent then sets his code and you try to break it. The player with the least number of "TRY'S" in the shortest time, wins.